

## Gaming Machine

### ABSTRACT

In a gaming machine provided with a function called "super time (ST)," which may change the amount of payout coins, a player moves his sight from a displayed stopping order to a displayed reel during such Super Time (ST) game. In order to prevent fatigue by the sight movement, an image display device is provided with a transparent liquid crystal for image attractions and a liquid crystal film for an electronic shutter. They are laminated and disposed in front of the main reel. The electronic shutter can shield an area partially with a software in reference to a gaming status. For example, the electronic shutter does not shield the area and an image attraction is executed since the player may not make an observation push. For the image attraction after the complete reel stop, the electronic shutter shields the area so as to show a clear attraction image.

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